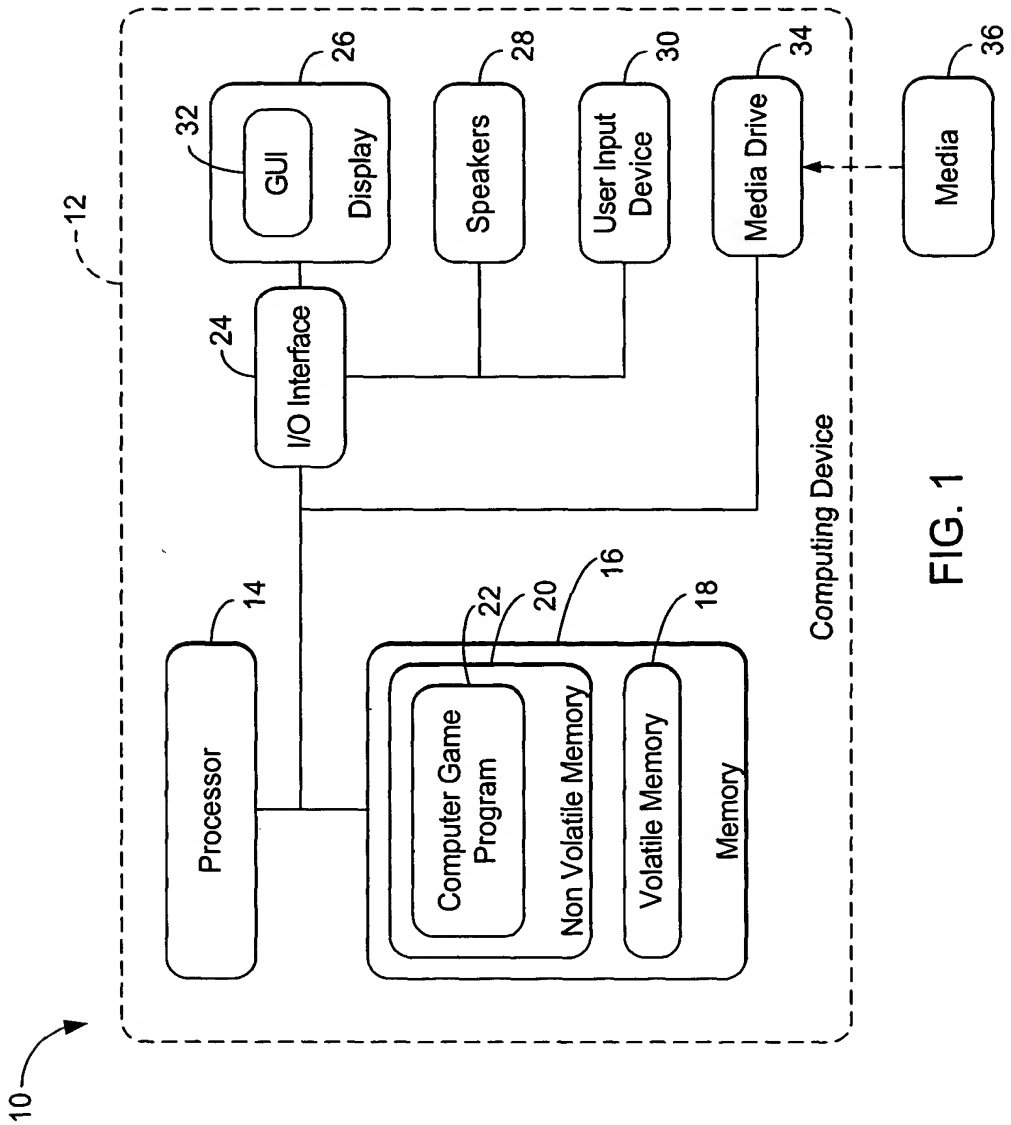
10
12
Computing Device
Processor
14
Memory
16
Non Volatile Memory
20
Computer Game Program
22
Volatile Memory
18
I/O Interface
24
Display
26
GUI
32
Speakers
28
User Input Device
30
Media Drive
34
Media
36

FIG. 1

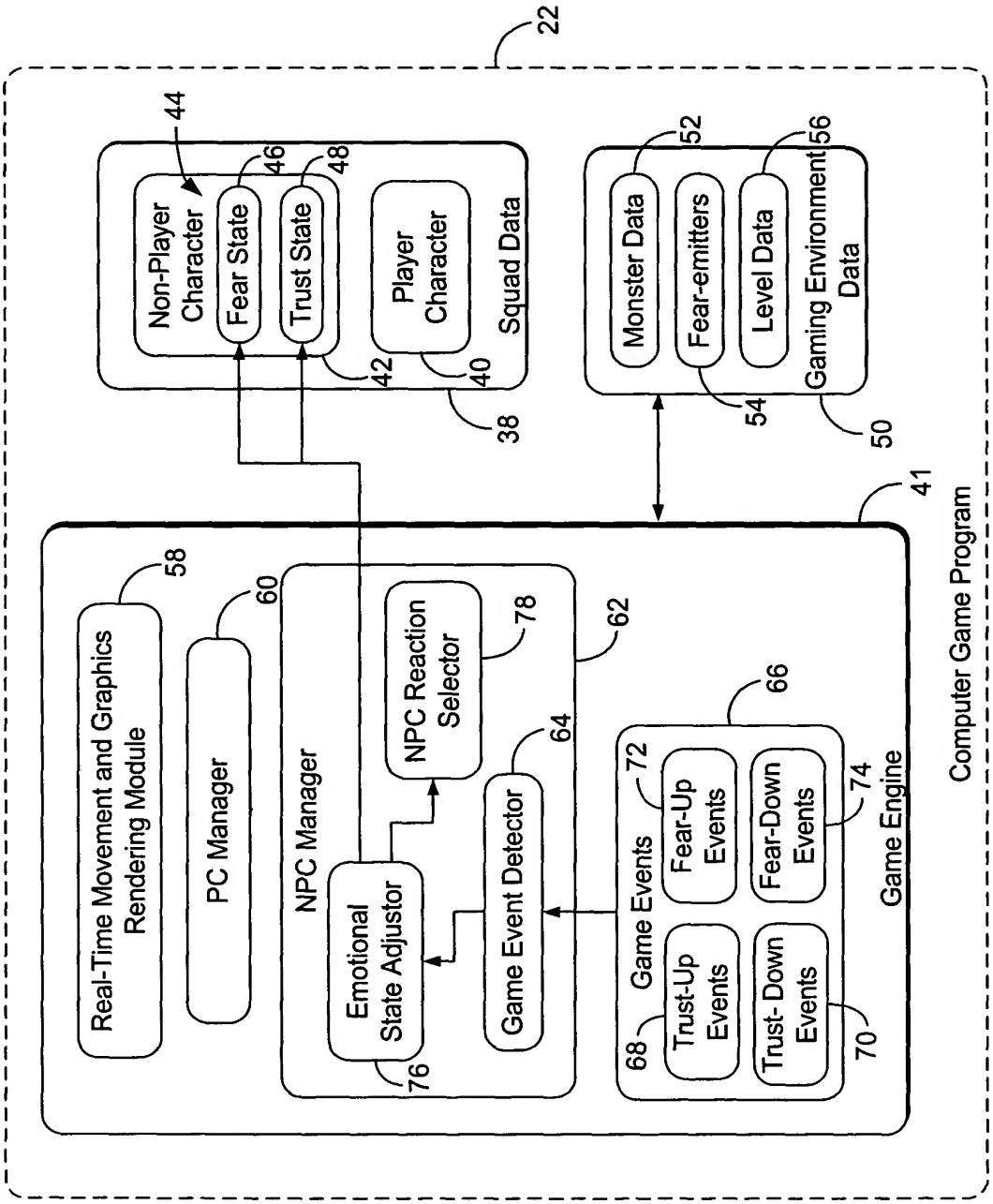
22
44
Non-Player Character
Fear State
46
Trust State
48
Player Character
Squad Data
42
40
38
Monster Data
52
Fear-emitters
Level Data
Gaming Environment Data
56
54
50
41
Computer Game Program
Real-Time Movement and Graphics Rendering Module
58
PC Manager
60
NPC Manager
Emotional State Adjustor
76
NPC Reaction Selector
78
62
Game Event Detector
64
Game Events
72
Fear-Up Events
Fear-Down Events
66
74
Trust-Up Events
68
Trust- Down Events
70
Game Engine

FIG. 2

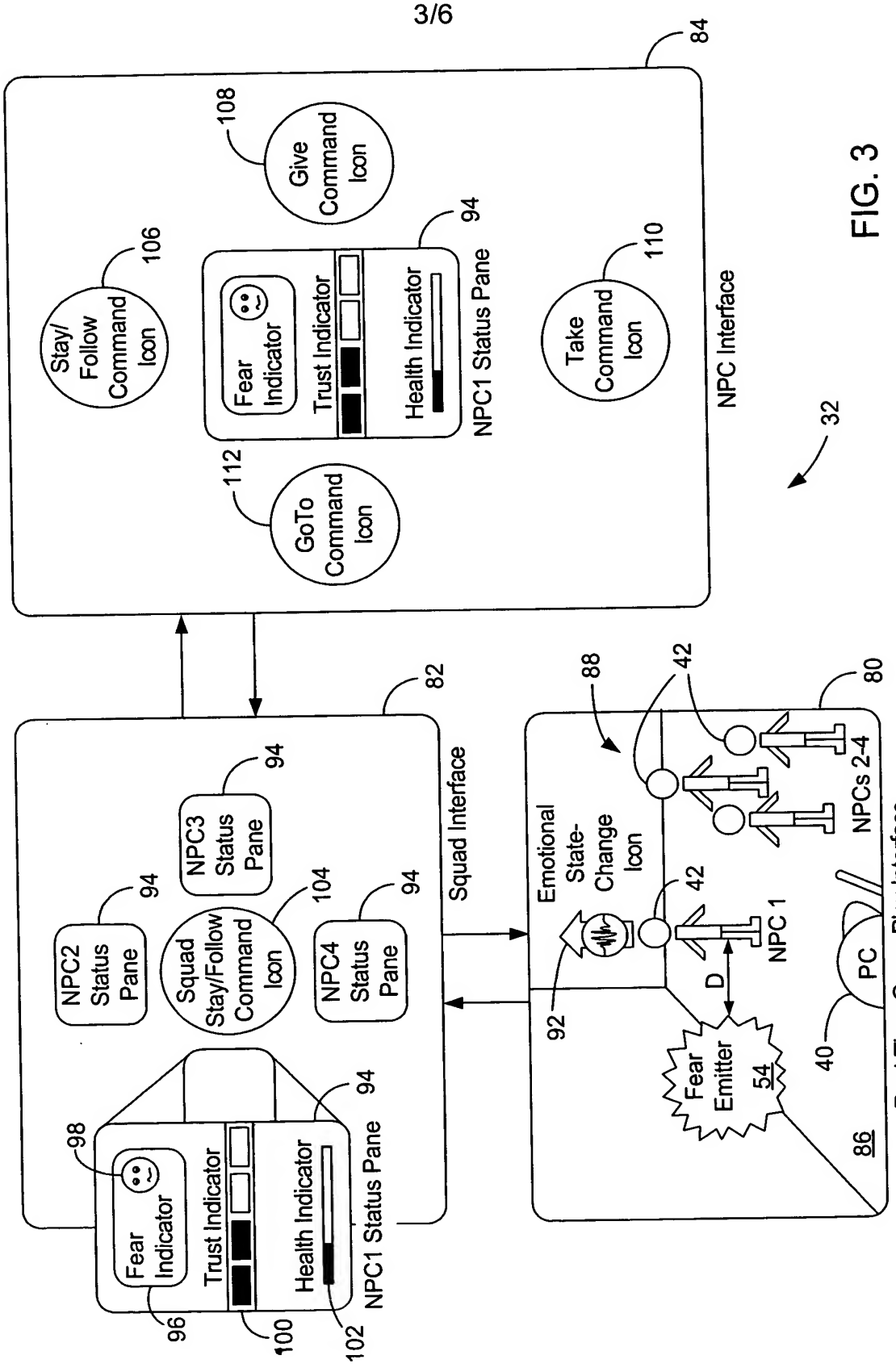
84
NPC Interface
108
Give Command Icon
106
Stay/ Follow Command Icon
94
Fear Indicator
Trust Indicator
Health Indicator
NPC1 Status Pane
110
Take Command Icon
112
GoTo Command Icon
32
82
Squad Interface
94
NPC3 Status Pane
94
NPC2 Status Pane
104
Squad Stay/Follow Command Icon
94
NPC4 Status Pane
98
Fear Indicator
Trust Indicator
Health Indicator
94
NPC1 Status Pane
96
100
102
88
42
80
Emotional State-Change Icon
NPCs 2-4
42
NPC 1
D
92
PC
40
Fear Emitter
54
86
Real-Time Game Play Interface

FIG. 3

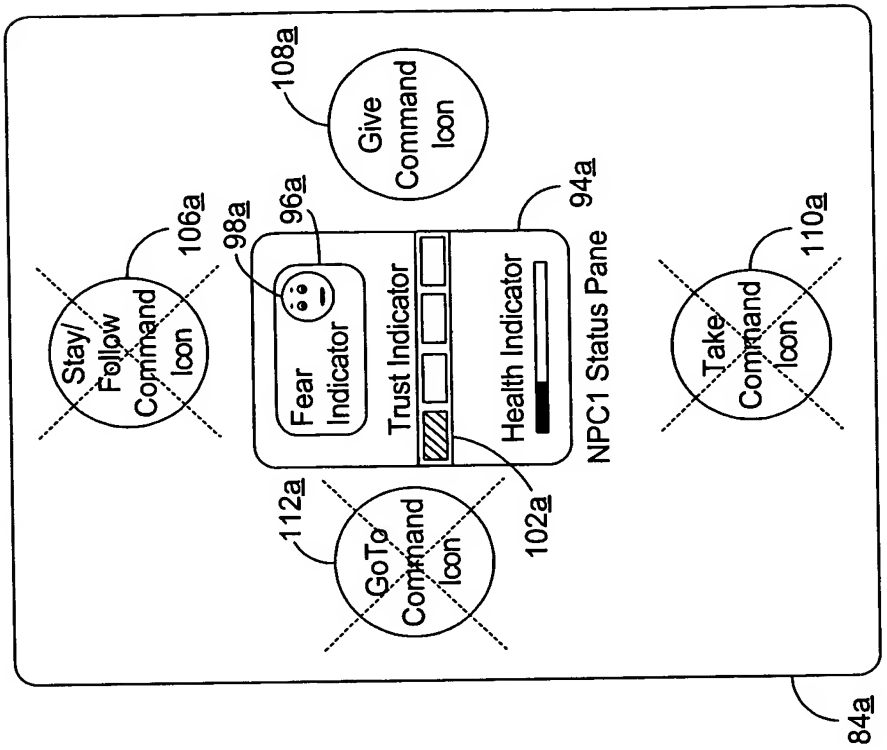

FIG. 6

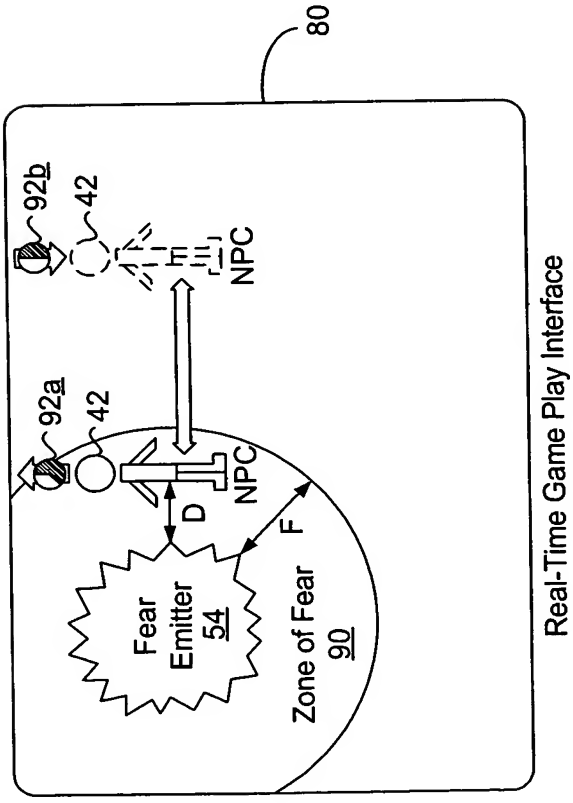

FIG. 4

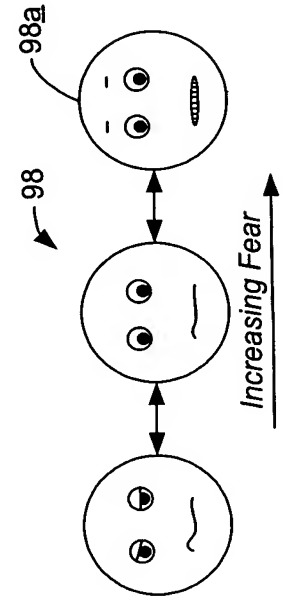

FIG. 5

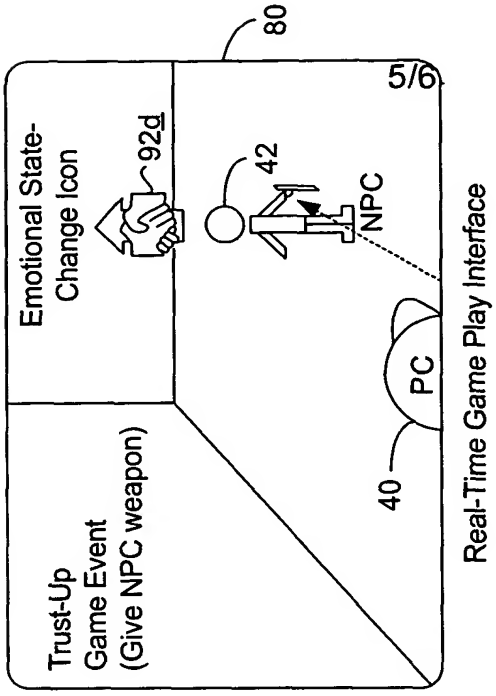

FIG. 8

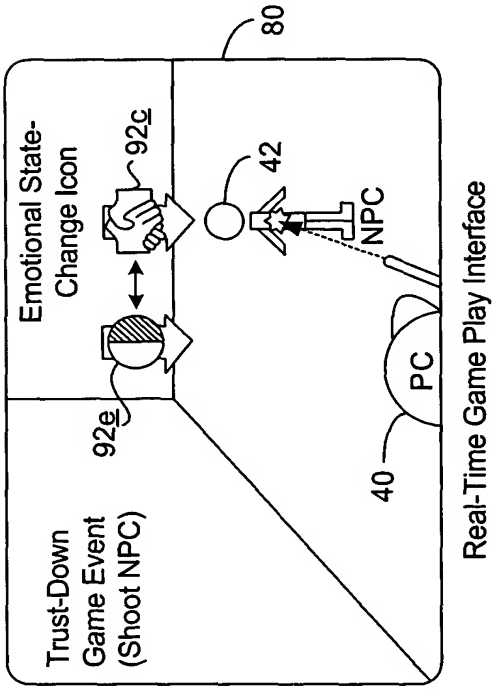

FIG. 7

FIG. 10

FIG. 9

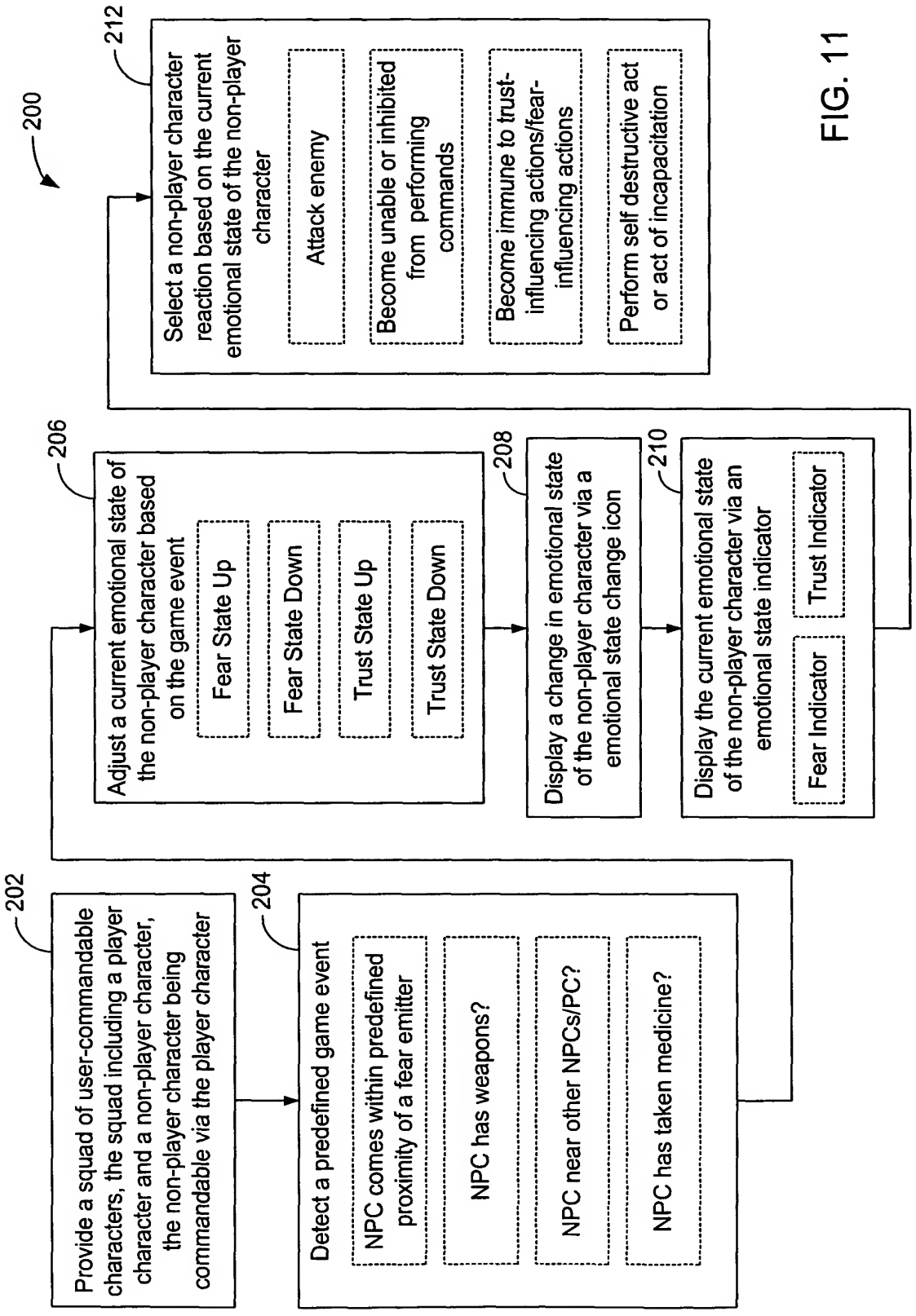
200
202
Provide a squad of user-commandable characters, the squad including a player character and a non-player character, the non-player character being commandable via the player character
204
Detect a predefined game event
NPC comes within predefined proximity of a fear emitter
NPC has weapons?
NPC near other NPCs/PC?
NPC has taken medicine?
206
Adjust a current emotional state of the non-player character based on the game event
Fear State Up
Fear State Down
Trust State Up
Trust State Down
208
Display a change in emotional state of the non-player character via a emotional state change icon
210
Display the current emotional state of the non-player character via an emotional state indicator
Fear Indicator
Trust Indicator
212
Select a non-player character reaction based on the current emotional state of the non-player character
Attack enemy
Become unable or inhibited from performing commands
Become immune to trust-influencing actions/fear-influencing actions
Perform self destructive act or act of incapacitation

FIG. 11